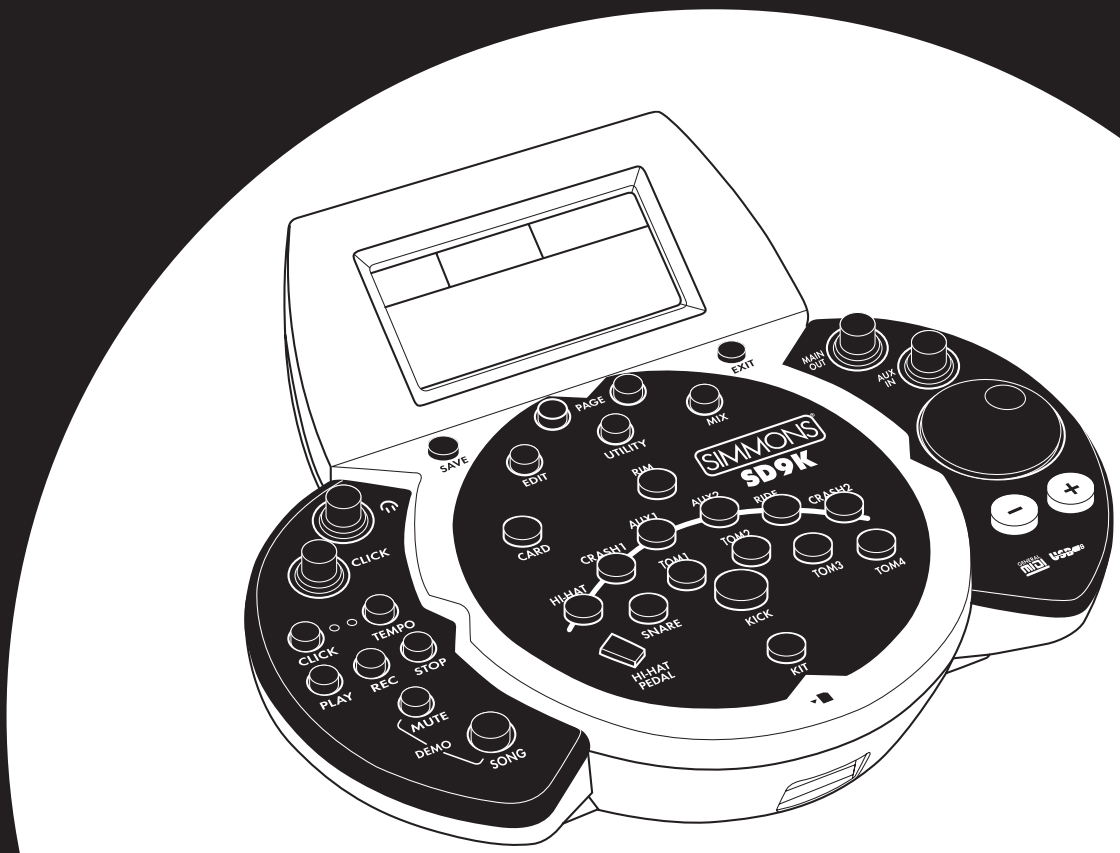
SIMMONS®

SD9K
DIGITAL DRUM KIT
QUICK START GUIDE



WWW.SIMMONSDRUMS.NET

FCC Statements

1. Caution: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

2. Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

    - Reorient or relocate the receiving antenna.
    - Increase the separation between the equipment and receiver.
    - Connect the equipment into an outlet on a different circuit.
    - Consult an experienced radio/TV technician for help.

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CONGRATULATIONS!

Thank you for purchasing the Simmons® SD9K Digital Drum Kit. In an effort to be environmentally friendly and use less paper we have decided to include this "mini" Quick Start Manual. For in-depth detail on your Simmons® SD9K you can visit www.simmonsdrums.net and download a PDF file version of the full manual. We estimate that by doing this we are saving approximately 250,000 pieces of paper annually.

We recommend that you skim through this Quick Start manual at least once to get started on enjoying your new Simmons® SD9K Drum Kit.

Taking Care of Your Digital Drum Kit

Location
- Keep the drum kit away from direct sunlight, high temperature sources, and excessive humidity to prevent deformation, discoloration, or more serious damage.

Power Supply
- Turn the power switch OFF when the SD9K is not in use.
- The AC adapter should be unplugged if the SD9K is not to be used for an extended period of time.
- Avoid plugging the AC adapter into an outlet that is also powering high-consumption appliances such as electric heaters or televisions. Also avoid using multi-plug adapters, since these can reduce sound quality, cause operation errors and result in possible damage.
- Turn OFF the SK9K's power switch and all related devices prior to connecting or disconnecting cables, to avoid damaging the unit.

Handling and Transport
- Never apply excessive force to controls, connectors, and other parts.
- Unplug cables by gripping the plug firmly. Do not pull on the cables.
- Disconnect all cables before moving the module.
- Physical shocks caused by dropping, bumping, or placing heavy objects on the module can result in scratches and more serious damage.

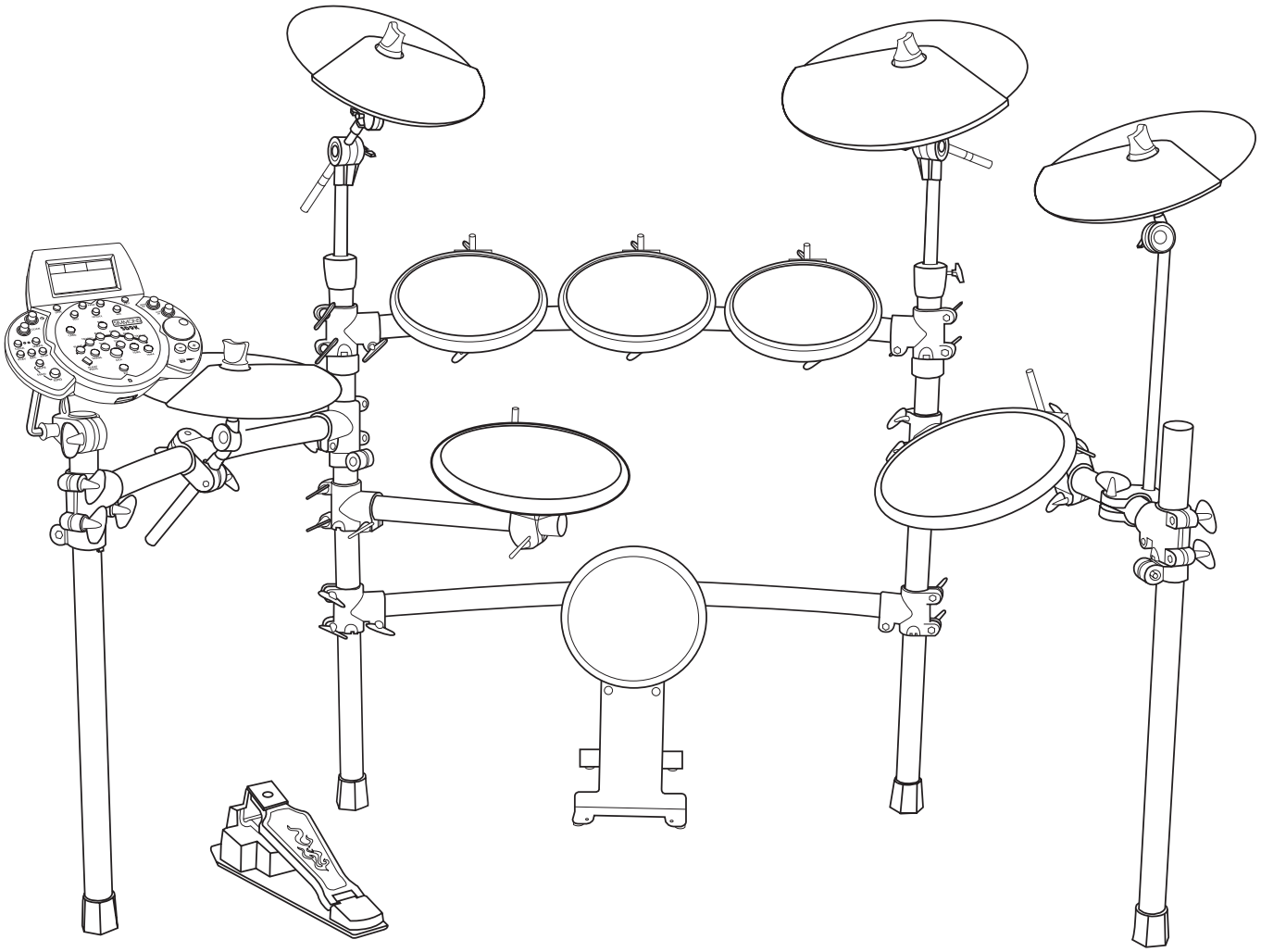
Cleaning
- Clean the module with a dry, soft cloth.
- A slightly damp cloth may be used to remove stubborn grime and dirt.
- Never use cleaners such as alcohol or paint thinner.
- To avoid discoloration, do not place vinyl objects on top of module.

Electrical interference
- The module contains digital circuitry and may cause interference if placed too close to radio or television receivers. If this occurs, move the SD9K further away from the affected equipment.

Service and Modification
- There are no user-serviceable parts in the drum module.
- Do not attempt to open the drum module or make any change in the circuits or parts of the unit. This would void the warranty.

SD9K SETUP

Set up your SD9K kit following the included assembly instruction sheet.



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FEATURES

Hardware
Sturdy 4-Legged Drum Rack with All Mounting Hardware
Kick Pad
11" Dual-Zone Snare Pad
9" Tom Pads (x3)
11" Floor Tom Pad
Dual-Zone Crash Pads with Choke (x2)
14" Dual-Zone Ride Pad with Choke
Dual-Zone Hi-Hat Pad with Choke
Hi-Hat Controller Pedal

Drum Kits
Drum Kits: 100 (40 Preset Kits + 59 User Kits + 1 External MIDI Kit)
General MIDI Kits: 12 GM Kits

Instruments
Drum Voices: 725 (Drums, Percussion, SFX) + 19 Hi-Hat Combos
General MIDI Backing Voices: 128 GM Instruments
Maximum Polyphony: 64 Notes

Effect Types
Reverb/Delay
4-Band Master EQ

Sequencer
Preset Songs: 110
User Songs: 100
External MIDI Control Song: 1
Song Parts: 7 (Drum, Percussion, Part 1-Part 5)
Play Modes: One Shot, Loop
Tempo: 30-280
Resoution: 192 ticks per quarter note
Maximum Storage Function: 12,000 Notes
Metronome Function
Track Mute Function

SD Card Reader
Save/Load Kits, Songs and User Settings
Play Standard MIDI Files (up to 16 channels)
Update Operating Firmware

MIDI and USB Ports
Trigger External Drum Sound Generator (sound module, computer software)
Use the SD9K as a 16-channel General MIDI sound module for MIDI sequencing

OPERATION

The SD9K has two main modes of operation: KIT and SONG.
Each of these two modes has three sub-modes (sub-menus): EDIT, MIX and UTILITY, plus a Save menu.

KIT mode
- In KIT mode, you can select the active kit to play from the pads.
- In KIT/EDIT sub-mode, you can select the Voice for each pad and adjust its Tuning (Pitch) and Decay.
- In KIT/MIX sub-mode, you can adjust the Level, Pan and Reverb Level for each pad, as well as the Reverb Type and Equalization for the whole kit.
- In KIT/UTILITY sub-mode, you can adjust the trigger response for each pad (for all kits), as well as the Global MIDI settings.
- In Kit/Save menu, you can save the current kit into a User Kit memory.

SONG mode
- In the main SONG mode, you can select the active song to play.
- In SONG/EDIT sub-mode, you can select the Voice for each part of the song, as well as the song's TEMPO and PLAY mode.
- In SONG/MIX sub-mode, you can adjust the Level, Pan and Reverb Level for each part of the song, as well as the Global Accompaniment level.
- In SONG/UTILITY sub-mode, you can create a new song, erase an existing song or part of a song, as well as adjust the Global MIDI settings.
- In Song/Save menu, you can save the current song into a User Song memory.
- In SONG/RECORD mode, you can record your performance playing the pads or additional parts using a MIDI keyboard.

Extra features:
CLICK: Onboard Metronome
MUTE: Mute part(s) of a song (or MIDI File). Drums is the default muted part.

CARD menus
In addition, to the main modes, the SD9K has a Card menu with five functions:
- Play: Play a MIDI File from the SD Card
- Save: Save Kits, Songs or Global Settings to the SD Card
- Load: Load Kits, Songs or Global Settings from the SD Card
- Delete: Delete a file from the SD Card
- Format: Format the SD Card

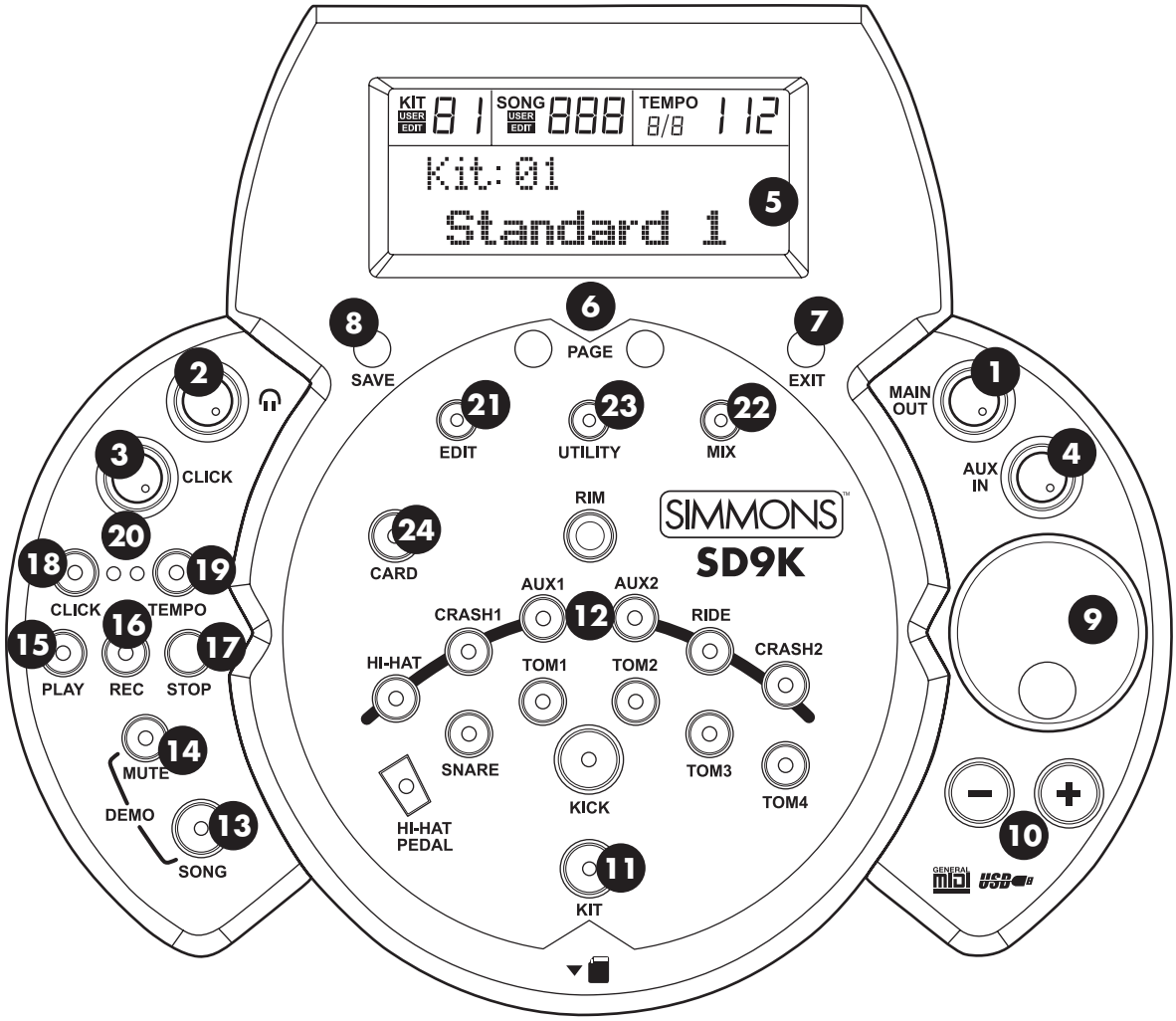
DEMO mode allows playing of two demonstration songs.

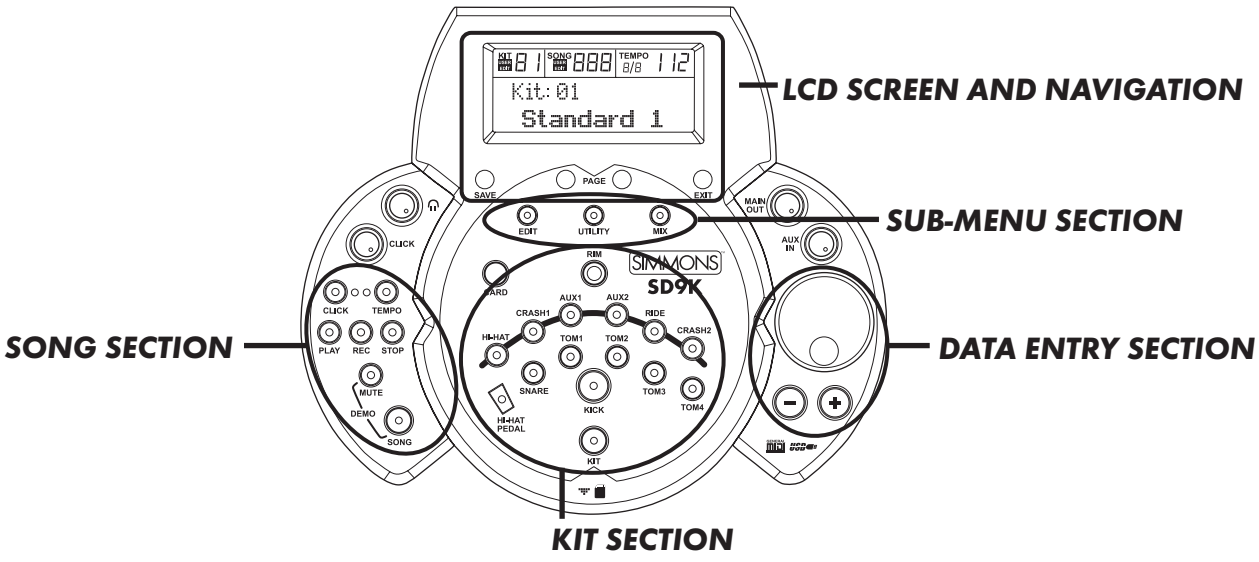
About the SD Card Reader:
The SD9K is equipped with an SD Card Reader, located in front of the sound module.

Insert the card, terminal face up, as shown on the top panel graphic icon: (▼)
Push the card all the way in until it clicks in place.
To remove the card, push the card again until it clicks and starts sticking out when you release it, then pull the card out.

NOTES:
Never touch the terminal of the SD Card.
Always discharge any static electricity from your hands before handling the card.
Never force the card in the wrong direction.
Never bend the card or try to open the card.
SD Cards have a small "lock" switch on one edge. It is not possible to write to or erase the card when the lock switch is enabled.

TOP PANEL


KIT USER EDIT 81
SONG USER EDIT 888
TEMPO 8/8 112
Kit:01
Standard 1
5
6
PAGE
8
SAVE
7
EXIT
2
21
EDIT
23
UTILITY
22
MIX
1
MAIN OUT
3
CLICK
4
AUX IN
RIM
SIMMONS
SD9K
24
CARD
20
18
19
CLICK
TEMPO
AUX1
AUX2
CRASH1
12
RIDE
9
15
16
17
PLAY
REC
STOP
HI-HAT
TOM1
TOM2
CRASH2
SNARE
KICK
TOM3
TOM4
14
MUTE
DEMO
13
SONG
HI-HAT PEDAL
10
11
KIT


LCD SCREEN AND NAVIGATION
SUB-MENU SECTION
SONG SECTION
DATA ENTRY SECTION
KIT SECTION

CONTROL PANEL: SEVERAL "LOGICAL" SECTIONS

VOLUME CONTROLS:

1. **MAIN OUT Volume knob**
   Controls the volume of the Stereo Line output.
2. **PHONES (🎧) Volume knob**
   Controls the volume of the Phones output.
3. **CLICK Volume knob**
   Controls the volume of the Metronome.
4. **AUX IN Volume knob**
   Controls the volume of the Stereo Auxiliary input.

LCD NAVIGATION:

5. **LCD Screen**
   Please refer to the LCD Screen section on the next page.
6. **PAGE buttons**
   Scroll through the menu pages, or move the cursor left/right when naming.
7. **[EXIT] button**
   Exits from the current sub-menu back to the top menu.
8. **[SAVE] button**
   Enters the Save menu when available. Also acts as "Enter" when naming.

DATA ENTRY:

9. **Data Wheel**
   Quickly scrolls through parameter values.
10. **[+] and [-] buttons**
    Increase or decrease the current parameter. Also act as YES/NO buttons when prompted.

KIT SECTION:

11. **[KIT] button**
    Selects the Kit menu.
12. **Pad Select buttons and indicators**
    These buttons can play the pad voices of the current kit.
    In KIT EDIT/MIX/UTILITY modes, they select the pad to be edited and the indicators show the current selected pad.
    In SONG mode, the indicators will display which pads are being played by the drum track.
    The [RIM] button allows access to the second voice for dual-zone triggers (Snare, Hi-Hat, Cymbals, AUXs).

SONG SECTION:

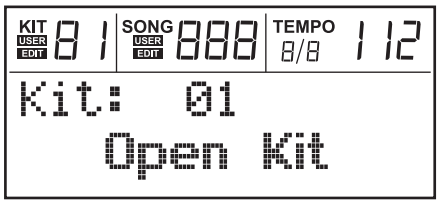
13. **[SONG] button**
    Selects the Song menu.
14. **[PART MUTE] button**
    Mutes selected part(s) of the song (by default, mutes the Drum part). Enters the Part Mute menu when held for more than 2 seconds
15. **[PLAY] button**
    Plays the current selected song. Also acts as Pause/Resume when a song is playing.
16. **[REC] button**
    Enters the RECORD mode.
17. **[STOP] button**
    Stops the current song.
18. **[CLICK] button**
    Turns the Metronome on or off. Enters the Metronome menu when held for more than 2 seconds.
19. **[TEMPO] button**
    Adjusts the current Tempo.
20. **Beat indicators**
    Show the beat when a song or the Metronome is playing. The Green indicator shows the first beat, the Red indicator shows the remaining beats.

SUB-MENUS SECTION:

21. **[EDIT] button**
    Enters the KIT EDIT or SONG EDIT mode.
22. **[MIX] button**
    Enters the KIT MIX or SONG MIX mode.
23. **[UTILITY] button**
    Enters the KIT UTILITY or SONG UTILITY mode.
24. **[CARD] button**
    Enters the SD Card menu.

LCD SCREEN

The LCD (Liquid Crystal Display) screen is divided into two areas:



Info Line:
The top line of the LCD display always shows the same information, regardless of current mode/menu.

KIT
- Kit number: Show current active Kit number.
- USER icon: Shows if the current kit is a User Kit.
- EDIT icon: Shows if the current kit has been edited and not saved.

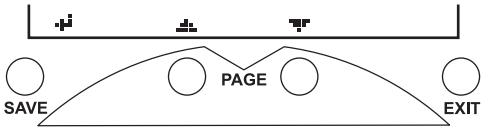
SONG
- Song number: Shows current active Song number.
- USER icon: Shows if the current song is a User Song.
- EDIT icon: Shows if the current song has been edited and not saved.

TEMPO
- Displays the current Tempo and Time Signature.

Main Display:
The lower part of the LCD is an 85x24 dot matrix that allows displaying variable size fonts and icons.
The main part of this dot matrix is used to display the current kit or song name, and all the various menus.
In all menus, the current selected field is highlighted (inverted, on black background). For instance:

The bottom part of the screen is for LCD navigation, in conjunction with the **[PAGE]** buttons and **[EXIT]** and **[SAVE]** buttons that are located just under the LCD:

The function of the **[PAGE]** buttons is shown by up/down cursor (or left/right cursor when naming) icons above those buttons. An Enter icon (⏎) is displayed in the bottom left corner when the **[SAVE]** button is active.



Naming

In various modes, it is possible to input a name, up to 8 characters. (User Kit name, User Song name, Card Save file name)
In naming mode, the **[PAGE]** buttons are used as left/right cursor controls to select a character.
The highlighted character can be changed using the Data Wheel or **[+]/[-]** buttons.
Pressing both the **[+]/[-]** buttons simultaneously allows jumping quickly through the following character groups:

- Special characters (space,',-,_)
- Numeric (0,1, ..., 9)
- Uppercase (A, B,..., Z)
- Lowercase (a, b,..., z)

Naming screen example

When you have finished inputting the name, press the **[SAVE]** button (used as an "Enter" key).

A confirmation screen will appear:

Press the **[+]** button to confirm or the **[-]** button to cancel.

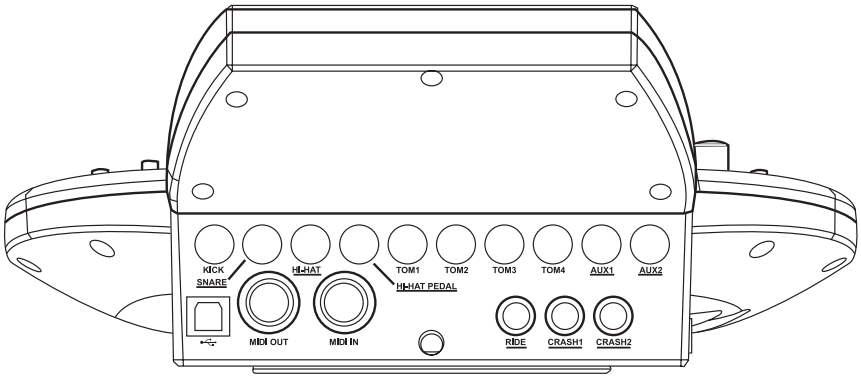
CONNECTION PANELS

REAR PANEL

Pad input jacks
Input connections for Kick, Snare, Tom, AUX, Cymbal pads and Hi-Hat control pedal.

MIDI IN and OUT
These ports allow communication with other products equipped with a MIDI interface. Please see the MIDI section of the advanced manual for details.

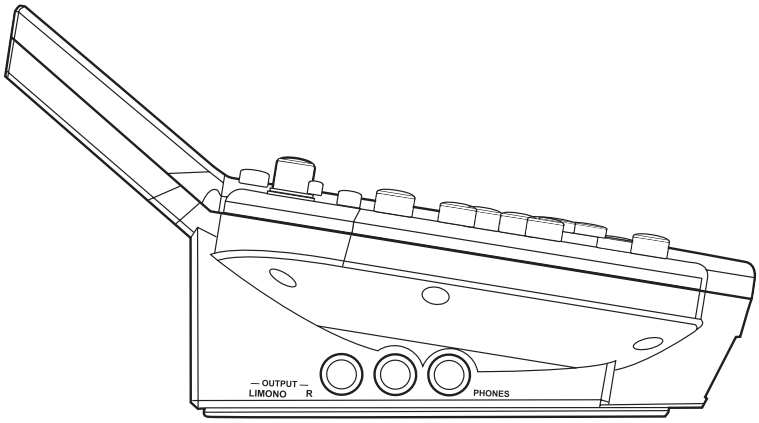
USB port
This port is used to connect to a computer (MIDI In/Out via USB).



LEFT PANEL

Line output jacks
Stereo output connection to an audio system or drum amplifier such as the Simmons DA50 or DA200S.

Phone jack
This stereo jack is used to connect headphones.

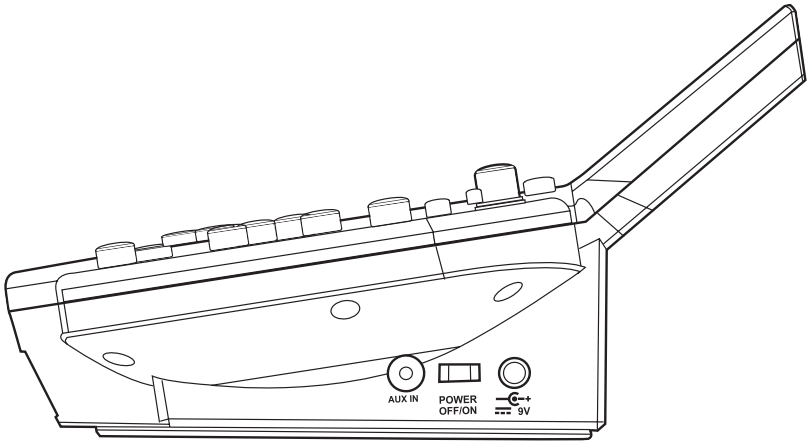


RIGHT PANEL

AUX input jack
This stereo input jack is for an external sound source such as an MP3 or CD player.

Power switch
This switch turns power on and off.

DC input
Connection for the DC 9V power adapter.

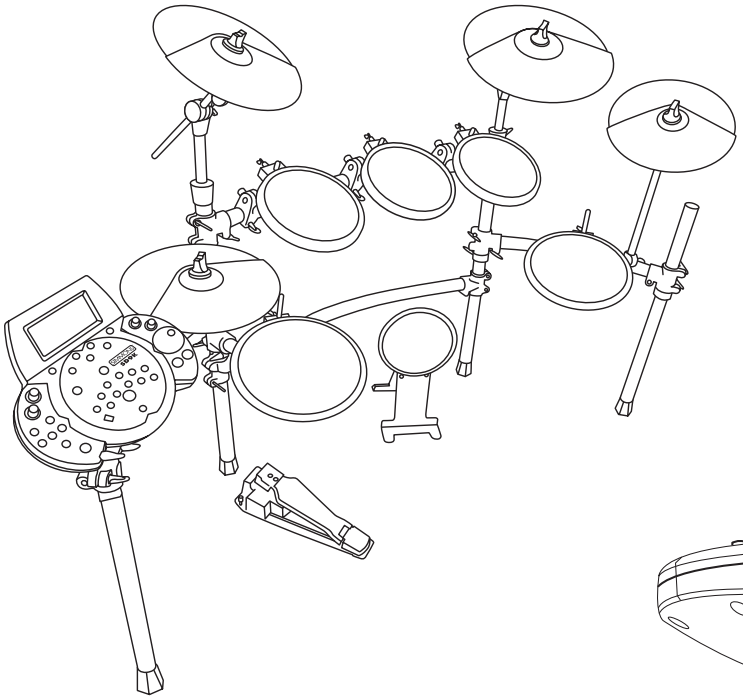


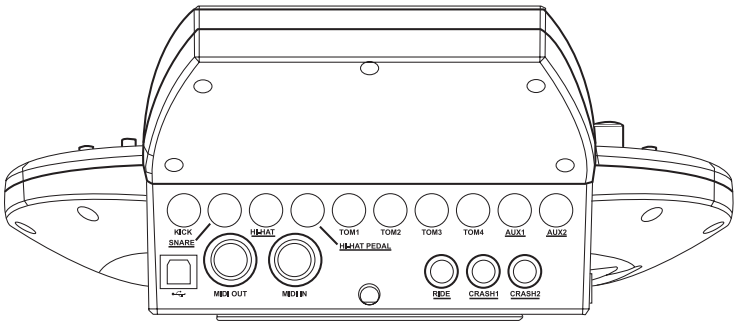
CONNECTIONS

PADS AND PEDALS

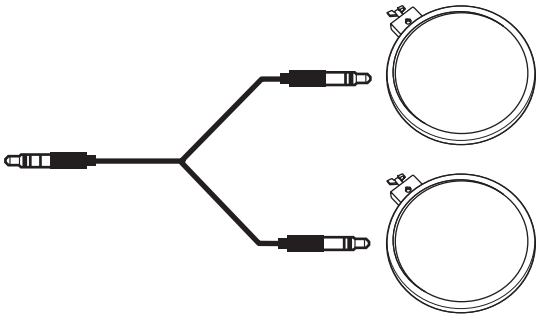
CAUTION!
To avoid damage, turn OFF the SD9K's power switch and all related devices prior to connecting or disconnecting cables.

Pads and Pedal:
Using the provided cables, connect each pad to its corresponding trigger input jack, following the markings on the cables. The underlined trigger input names show which inputs use TRS ("stereo") cables. Secure all the cables to the stand using the provided hook-and-loop strips.





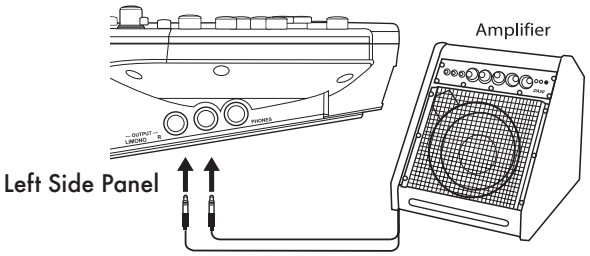
AUX1 & AUX2 inputs
The SD9K has two additional auxiliary trigger input jacks, which allow for expanding the kit with optional pads. Each AUX input can be configured individually for use with a dual-zone pad (head/rim) or two single-zone pads. The compatible pads are one SD9K 11" dual-zone snare pad or two SD9K or SD5K/SD7K single-zone tom pads. Connecting two single-zone pads to an AUX input requires a standard "insert" cable. (One TRS to two "mono" jacks)



AUDIO EQUIPMENT

When using an amplifier such as the Simmons DA50 or DA200S, connect the Output L/MONO and R jacks on the rear panel to the input of the amplifier. (For mono playback, use the L/MONO jack; for stereo playback, connect both L/MONO and R jacks.)

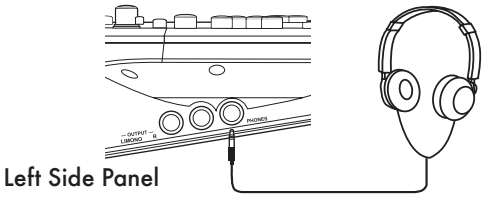
The line output volume is controlled by the MAIN OUT volume knob.



HEADPHONES

An optional set of stereo headphones can be connected to the PHONES jack located on the side of the drum module.

The headphones output volume is controlled by the PHONES ( ) volume knob.

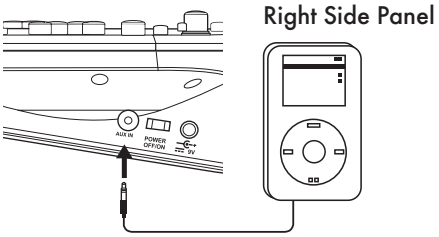


MP3/CD PLAYER

1. Connect the audio output of an MP3/CD player or other audio source to the stereo AUX IN TRS jack on the rear panel.

2. The input signal is mixed with the drum signal, allowing you to play along.

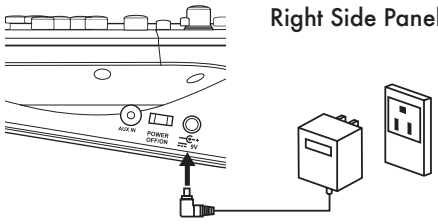
The volume of the external source is controlled by the AUX IN volume knob.



POWER SUPPLY

Make sure the power is switched OFF. Connect the power adapter to the DC IN jack on the rear panel.

NOTE:
Make sure the power is switched OFF when connecting the drum module with external devices.

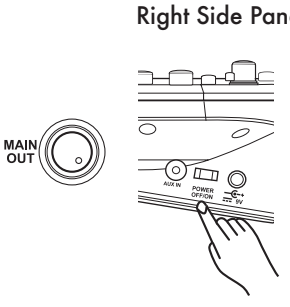


POWER SWITCH

After confirming that all connections have been completed, rotate the volume knob to the left (minimum volume level) before switching the power on.

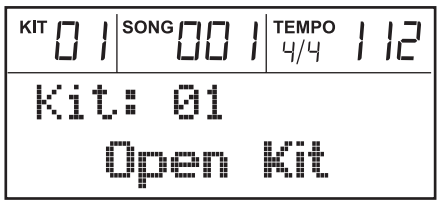
Set the power switch to the "ON" position. The Kit indicator will light up and the display will show Kit number 001.

Caution: After the power is turned on, the SIMMONS logo will appear on the LCD for a few seconds, and then the DrumKit name will be displayed. Do not press any pad or pedal until the Kit indicator turns on.



GETTING STARTED

After powering up, the SD9K will be in KIT mode (**[KIT]** button indicator ON) with the first kit selected. The display should look like this:

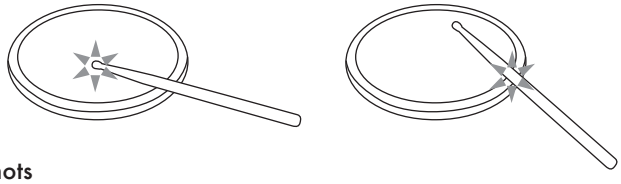


Pressing the Pad Select buttons allows you to preview the current kit (fixed velocity). Hit the pads to play the current kit. Use the Data Wheel or the **[+]/[-]** buttons to select another kit.

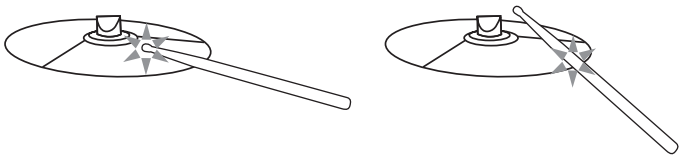
PLAYING THE PADS

Similar to an acoustic drum kit, the SD9K allows various playing techniques to be used.
All the pads are velocity sensitive. Some voices can change sounds, depending on the striking force.

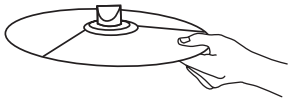
Snare Head or Rim Shot
The SD9K Snare pad can detect Head and Rim Shots (Rim Shots trigger the Rim Voice).



Cymbal Bow or Edge Shots
The SD9K Cymbals can detect Bow and Edge Shots (Edge Shots trigger the Rim Voice).

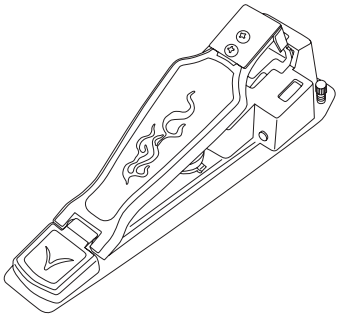


Cymbal Choke
Choking the Cymbal's edge with the hand immediately after hitting mutes the cymbal sound.



The Hi-Hat sound varies, depending on the position of the Hi-Hat pedal:

- Open Hi-Hat: Strike the Hi-Hat pad without pressing the pedal
- Half-Open Hi-Hat: Strike the Hi-Hat pad with the pedal pressed halfway down
- Closed Hi-Hat: Strike the Hi-Hat pad with the pedal pressed all the way down
- Foot Close: Press the pedal all the way down
- Splash: Step fully on the pedal and release it immediately



SELECTING KITS

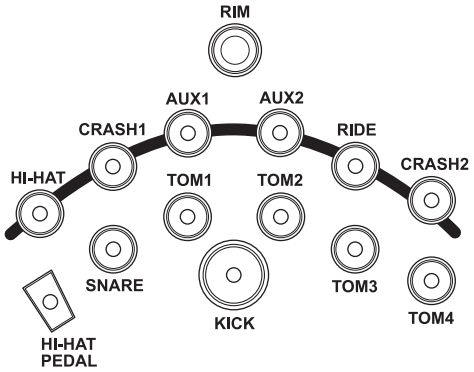
Press the [**KIT**] button to enter the KIT mode. The Kit indicator lights up and the LCD displays the current Kit number and Kit name.

Use the Data Wheel or the [+] / [-] buttons to select a kit, and/or the PAGE buttons to quickly skip through Kit groups (Preset Kits, User Kits, or External Kit).

EDITING KITS

In Kit menu:
Press [**EDIT**] button to edit Pad Voices of the current kit.
(or MIDI parameters of the External Kit)
Press [**MIX**] button to adjust Pad Mix or Kit Mix parameters of the current kit.
Press [**UTILITY**] button to adjust Pad Trigger parameters.

Use **[PAGE +]** or **[PAGE-]** to scroll through parameters within each sub-mode.
The current pad to be edited can be selected either by pressing its Pad Select button or by striking the pad itself.
The Pad Select indicator lights up to show which pad is currently selected.
If the rim of a pad is selected, both the Pad indicator and the Rim indicator will turn on.



While editing Voice Number, Tuning, Decay Level, Pan and Reverb, you can also preview the result of the current settings by pressing the Pad Select button to play the edited voice.

If you change any of the Kit Edit or Mix parameters, the Kit Edit icon (EDIT) on the LCD will be displayed to indicate that the current active kit has been edited and is therefore different from the kit stored in memory. This icon will disappear when the edited kit is saved to a User Kit, or when another kit is selected.

SAVING KITS

Press the **[SAVE]** button

Use the Data Wheel or the **[+]/[-]** buttons to select a User Kit location (Kits 41-99)

Press the **[PAGE DOWN]** button to get to the naming screen
Use the **[PAGE]** buttons to move the cursor.
Use the Data wheel or the **[+]/[-]** buttons to select characters.
You can use up to 8 characters.

NOTE: Pressing the **[+]** and **[-]** buttons simultaneously will jump through different character groups (Numeric, Uppercase, or lower case).

Press the **[SAVE]** button and the save confirmation screen will show.
Press **[+]** to save or **[-]** to cancel.

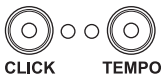
After the save operation is completed, this screen will be briefly displayed.

The (EDIT) sign disappears and the SD9K returns to the main Kit mode page.

NOTE: If the edited Kit is not saved before selecting another Kit, playing a Song or powering down the SD9K, the changes will be lost. Setting Save Prompt to ON (in UTILILTY menu) will display a prompt screen if you try to select another kit before saving the current edited kit. Refer to the UTILITY/Prompt section of the advanced manual for details.

USING THE METRONOME/CLICK FEATURE

Press the [CLICK] button to start the metronome. The Click indicator lights up. The metronome will play at the current Time Signature and Tempo (as displayed in the top left corner of the LCD), and the Beat indicators will blink accordingly. Use the **[CLICK]** knob to adjust the metronome level. Press the **[CLICK]** button again to stop the metronome. The Click indicator turns off.



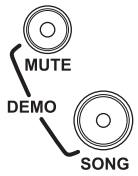
To change the tempo, press the **[TEMPO]** button to enter the Tempo display, and use the Data Wheel or **[+]/[-]** buttons to adjust the Tempo.

Press the **[EXIT]** button to exit the Tempo display and return to the previous menu.

For more metronome functions (changing metronome parameters such as Time Signature, Interval, Instrument, etc.,) please refer to the Click section of the advanced manual.

LISTENING TO DEMONSTRATIONS

There are two demonstration songs built into the SD9K.
Press the **[SONG]** and **[MUTE]** buttons simultaneously to enter the DEMO mode.
The first demo song will start playing and the Song indicator will flash.
Use the Data Wheel or **[+]/[-]** buttons to select Demo 1 or Demo 2. Otherwise, Demo 2 will automatically play after Demo 1.
Demo 1 (Solo) is using only drums and percussion from various Preset Kits.
Demo 2 (Fusion) is using the built-in General MIDI Voices for the backing instruments.



To stop and exit the DEMO mode, press the **[EXIT]** button (or the **[STOP]** button).

PLAYING SONGS

Press the **[SONG]** button to enter the SONG mode. The Song indicator lights up.

The display should look like this:

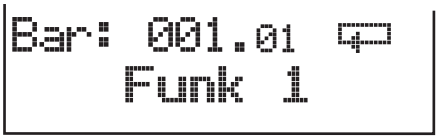
Use the Data Wheel or the **[+]/[-]** buttons to select another song, and/or the **[PAGE]** buttons to quickly skip through song groups (Patterns, Songs, Loops, User Songs, External Song).

An icon in the right corner of the LCD shows the type of song:

- Loop mode song
- One Shot mode song
- Empty User song
- External song

Press the **[PLAY]** button to start playing the selected song. The Play indicator lights up and the Beat indicators will blink according to the song's Tempo and Time Signature.

The Bar/Beat counter is displayed on the LCD.



Press the **[PLAY]** button again to pause playback at the current bar. The Play indicator flashes.
Press the **[PLAY]** button again to resume from the top of the current bar. The Play indicator lights up.
Press the **[STOP]** button to stop the song and return to the first bar. The Play indicator turns off.

You can also mute the Drums part of the song by pressing the **[MUTE]** button.
The Mute indicator lights up when the part is muted.
Press the **[MUTE]** button again to un-mute the Drums part. The Mute indicator turns off.
For more Mute functions (muting other parts), please refer to the Song/Part Mute section of the advanced manual.

NOTE: You can play the current song, even when the SD9K is in KIT mode (the current Song number is always shown on the top line of the LCD). You can also use the MUTE function.

ONE-CLICK RECORDING

One-Click Recording
The One-Click Recording feature allows you to quickly record your performance as you play the SD9K drums.
Press the [SONG] button to enter the SONG mode.
Select an empty User Song (marked by the empty song icon)
Note: To quickly jump to the first available empty song, press the
[+] and [-] buttons simultaneously.

Press the [RECORD] button.
The PLAY and RECORD LEDs will flash and the LCD display will show:

Recording will start as soon as you start playing the drum pads
(or pressing the Pad Select buttons).
The RECORD and PLAY LEDs will be lit (solid) and the display will show:

Press the [STOP] button to stop Recording. The PLAY LED turns off and the display will show:

Press the [PLAY] button to play back your recording.
The PLAY LED turns on, the RECORD LED turns off and the display will show:

Press [STOP] to stop playback. The PLAY LED turns off, the RECORD LED turns on and the display will show:

If you are not satisfied with your recording, press the RECORD [button] to restart the Recording process.

When you are satisfied with your recording, press the [EXIT] button to exit the Record mode. PLAY and RECORD LEDs turn off. The display briefly displays Save Song OK! and then returns to the main Song mode display. Your last recording is saved into the current User Song.

NOTE: The One-Click Record mode is intended for real-time performance recording and playback. Therefore, by default, the Click/Metronome is disabled when entering One-Click Record mode. However, if you prefer to record with a time reference, you can enable the Click/Metronome before starting to record, by pressing the [CLICK] button. In this case, Tempo, Time Signature and other metronome adjustments should be made before entering the Record mode.

For more recording functions, please refer to the SONG RECORD section of the advanced manual.

APPENDIXES

Drums Voice List
Hi-Hat Combo List
Kit List
Song List
GM Kit List
Backing Instruments List

VOICE LIST

#	Name
Acoustic Kick	
1	24″ Maple Bass Drum
2	22″ Maple Bass Drum
3	22″ Birch Bass Drum
4	22″ Attack Bass Drum
5	24″ Rock Bass Drum
6	22″ Resonant Bass Drum
7	Dance 1 Bass Drum
8	20″ Dry Bass Drum
9	18″ Jazz Bass Drum
10	22″ Dry Jazz Bass Drum
11	20″ Dry Jazz Bass Drum
12	24″ Open Big Band Bass Drum
13	22″ Studio Bass Drum
14	22″ Single Head Bass Drum
15	20″ Open Jazz Bass Drum
16	20″ Dry Funk Bass Drum
17	20″ Resonant Funk Bass Drum
18	22″ Dry Funk Bass Drum
19	22″ Resonant Hip-Hop Bass Drum
20	20″ Dry Hip-Hop Bass Drum
21	Buzz Bass Drum 1
22	20″ Open Hip-Hop Bass Drum
23	Vintage Open Bass Drum
24	Vintage Single Head Bass Drum
25	Vintage Dry Bass Drum
26	Click Bass Drum
27	20″ Birch Bass Drum
28	Progressive Bass Drum
29	22″ Maple 2 Bass Drum
30	20″ Maple Bass Drum
31	20″ Tight Bass Drum
32	22″ Loose Bass Drum
33	22″ Tight Bass Drum
34	22″ Tone Bass Drum
35	20″ Tone Bass Drum
36	18″ Single Head Jazz Bass Drum
37	20″ Single Head Jazz Bass Drum
38	24″ Tone Bass Drum
39	24″ Loose Bass Drum
40	22″ Punch Bass Drum
41	22″ Power Bass Drum
42	Buzz 2 Bass Drum
43	Dance 2 Bass Drum
44	22″ Open Jazz Bass Drum
45	22″ Rock Bass Drum
46	22″ Power 2 Bass Drum
47	24″ Rock Bass Drum
48	22″ Open Rock Bass Drum
49	Gran Cassa Bass Drum
Electronic Kick	
50	Rave 1 Bass Drum
51	Dry House 1 Bass Drum
52	Dry House 2 Bass Drum
53	Dry House 3 Bass Drum
54	Step Bass Drum
55	Techno Bass Drum
56	Drum N Bass Bass Drum
57	Junkyard Kick Bass Drum
58	Dirty Bass Drum
59	Industry Kick Bass Drum
60	Low-Fi Bass Drum
61	Disco Bass Drum
62	808 Attack Bass Drum
63	808 Tone Bass Drum
64	808 Long Bass Drum
65	909 Standard Bass Drum
66	Voice Bass Drum
67	Voice Hard Bass Drum
68	Rave 2 Bass Drum
69	Dry Rave Bass Drum
70	Super Rave Bass Drum
71	Space 1 Bass Drum
72	Dry Space Bass Drum
73	Dance Hall Bass Drum
74	Dry Punch Bass Drum
75	Dance Hall 2 Bass Drum
76	Space 2 Bass Drum
77	Dance Hall 3 Bass Drum
78	Space 3 Bass Drum
79	Bounce Bass Drum
80	Angry Bass Drum
81	Reverse Bass Drum
82	Hollow Bass Drum
83	Dry Bass Drum
84	Saw Bass Drum
85	Space 4 Bass Drum
86	Simmons SD5 A Bass Drum
87	Simmons SD5 B Bass Drum
88	Simmons SD5 C Bass Drum
89	Simmons SD5 D Bass Drum
90	Simmons SD1 Bass Drum
91	Simmons SD9 A Bass Drum
92	Simmons SD9 B Bass Drum
93	Simmons SD9 C Bass Drum
94	Simmons SD9 D Bass Drum
Acoustic Snare	
95	14″ Steel Snare High
96	14″ Steel Snare Hi Rim
97	14″ Steel Snare Low
98	14″ Steel Snare Low Rim
99	14″ Brass Snare Lo
100	14″ Brass Snare Lo Rim
101	14″ Tight Steel Snare
102	14″ Tight Steel Rim
103	14″ Brass Snare Hi Rim
104	14″ Brass Cross Stick
105	12″ Popcorn Snare
106	14″ Maple Snare Low
107	14″ Maple Snare Mid
108	14″ Maple Snare Hi
109	Anvil Snare
110	13″ Tight Maple
111	14″ Studio Maple Low
112	14″ Studio Maple Mid
113	14″ Maple Funk Snare
114	14″ Maple Funk Snare Rim
115	14″ Steel Funk Snare
116	14″ Steel Funk Snare Rim
117	Steel Cross Stick
118	Fusion Snare
119	Wood Stick
120	Room Snare
121	Vintage Snare 1
122	Vintage Snare 1 Rim
123	Lo-Fi Snare 1
124	Splatch Snare
125	Piccolo Snare
126	Piccolo Snare Rim
127	14″ Brass Muffled
128	14″ Brass Snare Muffled Rim
129	Vintage Snare 2
130	Vintage Snare 2 Rim
131	Filtered Snare
132	Studio Snare High Cross Stick
133	Studio Snare
134	Studio Snare Cross Stick
135	R&B Snare
136	R&B Snare Cross Stick
137	Progressive Snare
138	Progressive Snare Cross Stick
139	Lo-Fi Snare 2
140	Lo-Fi Snare Rim
141	Deep Snare
142	’80s Snare High
143	’80s Snare Low
144	Distant Power Snare
145	Deep Maple Muffled
146	Studio Snare 2
147	Studio Snare 3
148	Jazz Snare 1
149	Jazz Snare Rim
150	Jazz Brush Snare
151	Jazz Brush Snare Rim
152	Jazz Snare 2
153	Jazz Snare 3
154	Brush Sweep Snare
155	Brush Snare
156	Brush Snare Rim
157	Hard Brush Snare
158	Hit Brush Snare
159	Soft Brush Snare 1
160	Soft Brush Snare 2
161	Brush Long Roll Snare

SIMMONS

VOICE LIST

#	Name
Electronic Snare	
162	House Snare 1
163	House Snare 2
164	Step Snare
165	Step Snare Cross Stick
166	Techno Snare 1
167	Techno Snare 2
168	606 Snare
169	808 Snare
170	808 Snare Cross Stick
171	909 Snare
172	Industry Snare
173	Industry Snare Stick
174	Drum N Bass Snare 1
175	Drum N Bass Snare 2
176	Junkyard Snare
177	Junkyard FX Cross Stick
178	Dirty Snare
179	Voice Snare 1
180	Voice Snare 2
181	Voice Snare Rim
182	Voice X-Stick
183	Electronica Snare 1
184	Poison Snare
185	Tone Snare
186	Short Snare
187	Poison Snare 2
188	Buzz Snare 1
189	Buzz Snare 2
190	Rave Snare 1
191	Poison Snare 3
192	Rave Snare 2
193	Poison Snare 4
194	Tight Snare 1
195	Electronica Snare 2
196	Electronica Snare 3
197	Long Snare
198	Soft Snare
199	Reverse Snare
200	Tight Snare 2
201	Punch Snare
202	Snappy Snare 1
203	Snappy Snare 2
204	Crackless Snare
205	Techno Snare 3
206	Techno Snare 4
207	Rave Snare 3
208	High Snare
209	Tight Snare 3
210	Tight Snare 4
211	Tight Snare Rim
212	Snappy Snare 3
213	Snappy Snare 4
214	Simmons SD5 A Snare
215	Simmons SD5 B Snare
216	Simmons SD5 C Snare
217	Simmons SD5 D Snare
218	Simmons SD7 A Snare
219	Simmons SD7 B Snare
220	Simmons SD9 A Snare
221	Simmons SD9 B Snare
222	Simmons SD9 C Snare
223	Simmons SD9 D Snare
Acoustic Tom	
224	Open Tom 1
225	Open Tom 2
226	Open Tom 3
227	Open Tom 4
228	Open Tom 5
229	Open Tom 6
230	Attack Tom 1
231	Attack Tom 2
232	Attack Tom 3
233	Attack Tom 4
234	Attack Tom 5
235	Attack Tom 6
236	Single Head Tom 1
237	Single Head Tom 2
238	Single Head Tom 3
239	Single Head Tom 4
240	Single Head Tom 5
241	Single Head Tom 6
242	Room Tom 1
243	Room Tom 2
244	Room Tom 3
245	Room Tom 4
246	Room Tom 5
247	Room Tom 6
248	Resonant Tom 1
249	Resonant Tom 2
250	Resonant Tom 3
251	Resonant Tom 4
252	Resonant Tom 5
253	Resonant Tom 6
254	Rock Tom 1
255	Rock Tom 2
256	Rock Tom 3
257	Rock Tom 4
258	Rock Tom 5
259	Rock Tom 6
260	Dry Tom 1
261	Dry Tom 2
262	Dry Tom 3
263	Dry Tom 4
264	Dry Tom 5
265	Dry Tom 6
266	Gated Tom 1
267	Gated Tom 2
268	Gated Tom 3
269	Gated Tom 4
270	Gated Tom 5
271	Gated Tom 6
272	Blasticks Tom 1
273	Blasticks Tom 2
274	Blasticks Tom 3
275	'80s Tom 1
276	'80s Tom 2
277	'80s Tom 3
278	Funk Tom 1
279	Funk Tom 2
280	Funk Tom 3
281	Fusion Tom 1
282	Fusion Tom 2
283	Fusion Tom 3
284	Vintage 60s Tom 1
285	Vintage 60s Tom 2
286	Vintage 60s Tom 3
287	Vintage Soft Tom 1
288	Vintage Soft Tom 2
289	Vintage Soft Tom 3
290	Vintage 70s Tom 1
291	Vintage 70s Tom 1
292	Vintage 70s Tom 3
293	Hip Hop Tom 1
294	Hip Hop Tom 2
295	Hip Hop Tom 3
296	Hip Hop Tom 4
297	Hip Hop Tom 5
298	Hip Hop Tom 6
299	Vintage Jazz Tom 1
300	Vintage Jazz Tom 2
301	Vintage Jazz Tom 3
302	Ring Tom 1
303	Ring Tom 2
304	Ring Tom 3
305	Ring Tom 4
306	Ring Tom 5
307	Ring Tom 6
308	Closed Brush Tom 1
309	Closed Brush Tom 2
310	Closed Brush Tom 3
311	Closed Brush Tom 4
312	Closed Brush Tom 5
313	Closed Brush Tom 6
314	Open Brush Tom 1
315	Open Brush Tom 2
316	Open Brush Tom 3
317	Open Brush Tom 4
318	Open Brush Tom 5
319	Open Brush Tom 6
320	Concert Tom 1
321	Concert Tom 2
322	Concert Tom 3
323	Octoban 1
324	Octoban 2
325	Octoban 3
326	Roto Tom High
327	Roto Tom Mid
328	Roto Tom Ring High
329	Roto Tom Ring Low
330	Roto Tom Bend Mid
331	Roto Tom Bend Lo
332	Tom Rim
Electronic Tom	
333	606 Tom 1
334	606 Tom 2
335	606 Tom 3
336	606 Tom 4
337	606 Tom 5
338	606 Tom 6
339	808 Tom 1
340	808 Tom 2
341	808 Tom 3
342	808 Tom 4
343	808 Tom 5
344	808 Tom 6
345	Rave Tom 1
346	Rave Tom 2
347	Rave Tom 3
348	Rave Tom 4
349	Rave Tom 5
350	Rave Tom 6
351	Step Tom 1
352	Step Tom 2
353	Step Tom 3
354	909 Tom A 1
355	909 Tom A 2
356	909 Tom A 3
357	909 Tom B 1
358	909 Tom B 2
359	909 Tom B 3
360	Junkyard Tom 1
361	Junkyard Tom 2
362	Junkyard Tom 3
363	Dirty Tom 1
364	Dirty Tom 2
365	Dirty Tom 3
366	Voice 1 Tom 1
367	Voice 1 Tom 2
368	Voice 1 Tom 3
369	Voice 2 Tom 1
370	Voice 2 Tom 2
371	Voice 2 Tom 3
372	Voice 3 Tom 1
373	Voice 3 Tom 2
374	Voice 3 Tom 3
375	Industry Tom 1
376	Industry Tom 2
377	Industry Tom 3
378	Simmons SD5 Tom A-1
379	Simmons SD5 Tom A-2
380	Simmons SD5 Tom A-3
381	Simmons SD5 Tom B-1

VOICE LIST

#	Name
382	Simmons SD5 Tom B-2
383	Simmons SD5 Tom B-3
384	Simmons SD7 Tom A-1
385	Simmons SD7 Tom A-2
386	Simmons SD7 Tom A-3
387	Simmons SD7 Tom B-1
388	Simmons SD7 Tom B-2
389	Simmons SD7 Tom B-3
390	Simmons Byuu
391	Simmons SD9 Tom 1
392	Simmons SD9 Tom 2
393	Simmons SD9 Tom 3
394	Simmons SD9 Tom 4
395	Simmons SD9 Tom 5
396	Simmons SD9 Tom 6
Ride	
397	Classic Ride
398	Classic Ride Edge
399	Standard 20″ Ride
400	Standard 22″ Ride
401	Standard Ride Bell
402	Rock Ride
403	Rock Bell
404	Dry Ride
405	Dry Ride Bell
406	Ping Ride
407	Jazz Ride
408	Brush Ride
409	’60s Ride
410	’60s Ride Bell
411	’60s Ride Edge
412	Pop Ride
413	Pop Ride Edge
414	Rivet Ride
415	Fusion Ride
416	Trashy Ride
417	Flat Ride
418	Vintage Ride
419	Vintage Ride Bell
420	707 Ride
421	Techno Ride
422	Junkyard Break Ride
423	Junkyard Metal Ride Bell
Crash	
424	Standard Crash 1
425	Standard Crash 2
426	Standard Crash 3
427	Standard China
428	Standard Crash 4
429	Standard Crash 1 Bell
430	Standard Crash 2 Bell
431	Low China
432	Bright Crash 1
433	Bright Crash 2
434	Bright Crash 3
435	Bright China
436	Standard Splash
437	Rock China
438	Rock Crash 1
439	Rock Crash 2
440	Small Crash
441	Rock Splash
442	Jazz Splash
443	Brush Crash
444	Crystal Crash
445	Metal China 1
446	Metal China 2
447	Trashy Crash
448	Jazz China
449	Suspended Cymbal
450	606 Cymbal A
451	606 Cymbal B
452	808 Cymbal A
453	808 Cymbal B
454	808 Cymbal C
455	909 Cymbal
456	Junkyard Cymbal 1
457	Junkyard Cymbal 2
458	Flange FX Cymbal 1
459	Flange FX Cymbal 2
460	Industrial Short Cymbal
461	Industrial Long Cymbal
462	Reverse Crash
Hi-Hats	
463	Standard HH Open 1
464	Standard HH Open 2
465	Standard HH Open 3
466	Standard HH Open Rim
467	Rock HH Open
468	Pop HH Open
469	Pop HH Open Rim
470	Brush HH Open
471	’60s HH Open
472	Mini HH Open
473	Mini HH Open Rim
474	Bright HH Open 1
475	Bright HH Open 2
476	Jazz HH Open
477	Trashy HH Open
478	Voice HH Open
479	House HH Open
480	606 HH Open
481	808 HH Open
482	909 HH Open
483	Junkyard HH Open
484	Dirty HH Open
485	Bass HH Open
486	Standard HH Close 1
487	Standard HH Close 2
488	Rock HH Close
489	Pop HH Close
490	Pop HH Close Rim
491	Brush HH Close
492	’60s HH Close
493	Mini HH Close
494	Mini HH Close Rim
495	Bright HH Close 1
496	Bright HH Close 2
497	Bright HH Close Rim
498	Jazz HH Close
499	Trashy HH Close
500	Voices HH Close
501	House HH Close
502	606 HH Close
503	808 HH Close
504	909 HH Close
505	Junkyard HH Close
506	Dirty HH Close
507	Bass HH Close
508	Standard HH Pedal 1
509	Standard HH Pedal 2
510	Rock HH Pedal
511	Pop HH Pedal
512	Brush HH Pedal
513	’60s HH Pedal
514	Mini HH Pedal
515	Bright HH Pedal 1
516	Bright HH Pedal 2
517	Jazz HH Pedal
518	Trashy HH Pedal
519	Voices HH Pedal
520	House HH Pedal
521	606 HH Pedal
522	808 HH Pedal
523	Junkyard HH Pedal
524	Dirty HH Pedal
525	Bass HH Pedal
526	Closing HH
Percussion	
527	Metronome Bell
528	Metronome Click
529	Sticks Click
530	Finger Snaps 1
531	Finger Snaps 2
532	Solo Hand Clap
533	House Clap
534	Standard Clap
535	Big Clap
536	Simmons SD5 Clap
537	Simmons SD7 Clap
538	Tambourine 1
539	Tambourine 2
540	Tambourine Hit
541	Tambourine Roll
542	78 Tambourine
543	Vibraslap
544	Agogo Low
545	Agogo High
546	Bongo High 1
547	Bongo Low 1
548	Bongo High 2
549	Bongo Low 2
550	Conga Slap Low
551	Conga Slap High
552	Open Conga High
553	Open Conga Low
554	Conga Slap
555	Conga Bend
556	Mute Conga
557	Conga High
558	Conga Low
559	Electronic Conga
560	808 Conga High
561	808 Conga Mid
562	808 Conga Low
563	Voice Conga High
564	Voice Conga Low
565	Timbale High
566	TimbaleLow
567	TimbaleLow2
568	Standard Cowbell
569	Cha Cha Bell
570	Bongo Bell
571	Mambo Bell
572	Songo Bell
573	808 Cowbell
574	Simmons SD 5 Cowbell
575	Shaker
576	Cabasa
577	Maracas
578	808 Maracas
579	Short Whistle
580	Long Whistle
581	Guiro Short
582	Guiro Long
583	78 Guiro
584	Claves
585	808 Clave
586	Woodblock
587	Woodblock Low
588	78 Woodblock
589	Cuica Muted
590	Cuica Open
591	Triangle Muted
592	Triangle Open
593	78 Triangle
594	Sleigh Bells
595	Wind Chimes
596	Bell Tree
597	Finger Cymbal
598	Finger Cymbal Muted
599	Castanets
600	Surdo Muted

SIMMONS

VOICE LIST

#	Name
601	Surdo Open
602	Taiko
603	Lotus Drum
604	Rain Stick
605	Slap Stick
607	Open Tabla High
608	Tabla Mute 1
606	Open Tabla Low
609	Open Tabla Mid
610	Slap Tabla
611	Tabla Mute 2
612	Tabla Bend
613	Gong
614	Timpani High
615	Timpani Low
616	Piatti Cymbal
617	Gran Cassa and Piatti
618	Orchestra Hit
619	Techno Hit
620	Horns Hit
621	Voice Hit
Melodic	
622	Glockenspiel
623	Music Box
624	Vibraphone
625	Marimba
626	Xylophone
627	Tubular Bell
628	Steel Drum
SFX	
629	Junkyard Spring
630	Electric Slide 1
631	Electric Slide 2
632	High Punch
633	Metal Punch
634	Hi Q Zip
635	Hi Q Zap
636	Saw Wave
637	Pong
638	Punch
639	Low Punch
640	Cartoon Punch
641	Double Punch
642	Glass Break
643	Boing
644	Stream
645	Drain
646	Cat
647	Cricket
648	Baby Bird
649	Birds
650	Look At Da Birdie
651	Rex
652	Spike Jr
653	Spike

#	Name
654	Voice Cough
655	Voice Ugh
656	Voice Mmmm
657	Voice Breath
658	Voice Fuitt
659	Applause
660	Crowd Cheer
661	Stadium Cheer
662	LOL
663	Scream
664	Heartbeat
665	Vintage Phone
666	Church Bell
667	Step 1
668	Step 2
669	Creaky Door
670	Shut the Door
671	Start the Car
672	Skid Marks
673	Drive By
674	Giddy Up
675	Train
676	Helicopter
677	Pipe
678	Thunder
679	Sonar
680	Explosion
681	Cannon
682	Bomb
683	Gun Shot 1
684	Gun shot 2
685	Rifle Shot
686	A-K
687	Laser Ray
688	Celestial
Guitar FX	
689	Guitar Short Chop
690	Guitar Mute 1
691	Guitar Mute 2
692	Guitar Mute 3
693	Guitar Chop 1
694	Guitar Chop 2
695	Oh Yeah
696	Rock On
697	Fret Noise
DJ FX	
698	DJ Wha
699	DJ Freh

#	Name
700	DJ Rub 1
701	DJ Ehvit
702	DJ Rub 2
703	DJ Cut
704	DJ Chikah
705	DJ Rub 3
706	DJ Rub 4
707	DJ Chop
708	DJ Cut 2
709	DJ Rub 5
710	DJ Rub 6
711	DJ Wiki Wiki
712	DJ Rub 7
713	DJ Shot
714	DJ Rub 8
715	DJ Needle Scratch
716	DJ Break
717	DJ Rewind
Loops	
718	Electronica
719	Ballywood 1
720	Ballywood 2
721	Drum Loop 1
722	Drum Loop 2
723	Drum Loop 3
724	Drum Loop 4
725	Drum Loop 5

#	Name

HI-HAT COMBO LIST

#	Name	#	Name
1	StandardA	10	Jazz
2	StandardB	11	Prog
3	Rock	12	Voice
4	Pop	13	House
5	Brush	14	606
6	Vintage	15	808
7	Mini	16	909
8	ClassicA	17	Junkyard
9	ClassicB	18	Dirty
		19	Bass

KIT LIST

#	Name	#	Name	#	Name
Kit 01	Open Kit	Kit 16	Pop Kit	Kit 31	Simmons Kit 4
Kit 02	Attack Kit	Kit 17	Prog Kit	Kit 32	606 Kit
Kit 03	Standard Kit 1	Kit 18	Single Headed Kit	Kit 33	DJ EFX Kit
Kit 04	Room Kit	Kit 19	Vintage ‘69 Kit	Kit 34	Step Kit
Kit 05	Brazil Kit	Kit 20	Vintage ‘71 Kit	Kit 35	Industry Kit
Kit 06	Simmons Kit 1	Kit 21	Vintage ‘76 Kit	Kit 36	Voice Kit
Kit 07	Rave Kit	Kit 22	Roto Tom Kit	Kit 37	Techno Kit
Kit 08	808 Kit	Kit 23	R&B Kit	Kit 38	Drum N Bass Kit
Kit 09	Rock Kit	Kit 24	Latin Kit	Kit 39	Dirty Kit
Kit 10	Brush Kit 1	Kit 25	Simmons Kit 2	Kit 40	Junkyard Kit
Kit 11	Funk Kit	Kit 26	Steel Drum Kit		
Kit 12	Fusion Kit	Kit 27	Orchestral Kit		
Kit 13	Jazz Kit	Kit 28	Tabla Kit		
Kit 14	Brush Kit 2	Kit 29	Simmons Kit 3		
Kit 15	Standard Kit 2	Kit 30	Cartoon Kit		

SIMMONS

SONG LIST

Pattern Loop

#	Name	Beat	Tempo	Measure
1	Funk1	(4/4)	112	8
2	Latin Jazz1	(4/4)	126	8
3	Pop Funk1	(4/4)	106	8
4	Latin Rock	(4/4)	136	8
5	Big Band1	(4/4)	152	8
6	Pop Ballad	(4/4)	80	4
7	Pop Funk2	(4/4)	112	10
8	3/4 Jazz	(3/4)	120	10
9	Pop Bossa	(4/4)	120	8
10	Samba1	(4/4)	236	8
11	6/8Ballad1	(6/8)	96	4
12	Fusion1	(4/4)	116	8
13	Jazz1	(4/4)	150	8
14	Guitar Bossa	(4/4)	84	8
15	Break Beat1	(4/4)	108	4
16	Smooth Jazz1	(4/4)	90	4
17	Funk2	(4/4)	120	4
18	Smooth Jazz2	(4/4)	110	8
19	Latin Pop	(4/4)	126	8
20	Reggae1	(4/4)	80	4
21	Fusion2	(4/4)	108	8
22	Swing1	(4/4)	172	12
23	Pop Shuffle	(4/4)	86	4
24	Ballad	(4/4)	84	4
25	Piano Rock	(4/4)	90	12
26	Blues1	(4/4)	96	6
27	R&B1	(4/4)	180	8
28	Funk3	(4/4)	108	4
29	Mambo1	(4/4)	126	8
30	Latin Dance	(4/4)	126	8
31	Drum n'Bass1	(4/4)	170	8
32	Pop Rock	(4/4)	98	8
33	Punk	(4/4)	136	8
34	Fusion3	(4/4)	112	8
35	Break Beat2	(4/4)	110	4
36	Dance Rock	(4/4)	128	8
37	Funk4	(4/4)	116	4
38	Fusion4	(4/4)	90	4
39	Reggae2	(4/4)	92	4
40	Country Blues	(4/4)	128	10
41	Pop	(4/4)	112	8
42	Dance1	(4/4)	128	8
43	R&B2	(4/4)	86	8
44	Rock n'Roll	(4/4)	142	8
45	Boogie1	(4/4)	156	12
46	Beguine1	(4/4)	110	4
47	New Age	(4/4)	100	4
48	16Beat	(4/4)	92	8
49	Hard Rock1	(4/4)	100	8
50	6/8Ballad2	(6/8)	90	8
51	Dance2	(4/4)	140	8
52	8Beat	(4/4)	100	8
53	Blues2	(4/4)	170	12
54	Disco	(4/4)	148	8
55	Arabic1	(4/4)	106	4
56	80's Pop	(4/4)	120	4
57	Arabic2	(4/4)	106	4
58	Rockability	(4/4)	168	8
59	Piano Ballad	(4/4)	70	8
60	New Wave	(4/4)	156	8

One Shot

#	Name	Beat	Tempo	Measure
61	Latin Jazz2	(4/4)	80	30
62	Country	(4/4)	68	25
63	Fusion5	(4/4)	98	43
64	Big Band2	(4/4)	146	50
65	Slow Fusion	(4/4)	82	28
66	Modern Jazz	(4/4)	126	38
67	Drum N'Bass2	(4/4)	156	50
68	Salsa	(4/4)	110	25
69	Samba2	(4/4)	116	27
70	Bluegrass	(2/4)	124	53
71	Techno1	(4/4)	126	44
72	Mambo2	(4/4)	110	27
73	Beguine2	(4/4)	114	40
74	Reggae3	(4/4)	130	45
75	Bossa	(4/4)	136	34
76	Jazz2	(4/4)	82	23
77	Funk5	(4/4)	90	25
78	Funk6	(4/4)	110	26
79	Surf Rock	(4/4)	156	55
80	R&B3	(4/4)	98	42
81	Swing2	(4/4)	180	64
82	Techno2	(4/4)	142	50
83	6/8Ballad3	(6/8)	60	24
84	Boogie2	(4/4)	186	49
85	Metal	(4/4)	120	36
86	Hardrock2	(4/4)	156	46
87	Latin	(4/4)	108	43
88	Funk7	(4/4)	110	49
89	Blues3	(4/4)	88	38
90	Hip-hop	(4/4)	98	24

Drum Loop Percu Loop

#	Name	Beat	Tempo	Measure
91	Acoustic Loop	(4/4)	200	8
92	Funk Loop	(4/4)	110	4
93	Brush Loop	(4/4)	150	4
94	Latin Drum Loop	(4/4)	120	4
95	Garage Loop	(4/4)	120	4
96	Shuffle Loop	(4/4)	110	4
97	Rock Loop	(4/4)	150	4
98	Swing Loop	(4/4)	172	4
99	Hard Funk Loop	(4/4)	100	4
100	Punk Loop	(4/4)	120	4
101	World Loop	(4/4)	170	12
102	Latin Percu Loop	(4/4)	120	4
103	Bossa Loop	(4/4)	142	4
104	Samba Loop	(4/4)	116	8
105	3/4Pop Loop	(3/4)	80	4
106	Pop Loop	(4/4)	126	4
107	Jazz Loop	(4/4)	174	8
108	Reggae Loop	(4/4)	132	12
109	Africa Loop	(4/4)	120	8
110	Latin Rock Loop	(4/4)	136	6

GENERAL MIDI KIT LIST

Percus Kit GM PC	01: Standard 1 00	02: Standard 2 04	03: Room 08	04: Rock 16	05: Funk 17	06: Electronic 24
27 D#1	High Q	✓	✓	✓	✓	✓
28 E1	Slap	✓	✓	✓	✓	✓
29 F1	Scratch Push	✓	✓	✓	✓	✓
30 F#1	Scratch Pull	✓	✓	✓	✓	✓
31 G1	Stick	✓	✓	✓	✓	✓
32 G#1	Square Click	✓	✓	✓	✓	✓
33 A1	Metronome Click	✓	✓	✓	✓	✓
34 A#1	Metronome Bell	✓	✓	✓	✓	✓
35 B1	Standard Bass Drum 2	✓	Room Bass Drum 2	Rock Bass Drum 2	Hip Bass Drum 1	✓
36 C2	Classic Bass Drum 1	Standard Bass Drum 1	Room Bass Drum 1	Rock Bass Drum 1	Funk Bass Drum 1	Electr. Bass Drum 1
37 C#2	Side Stick	✓	✓	✓	✓	✓
38 D2	Classic Snare 1	Standard Snare Drum 1	Room Snare 1	Rock Snare	Funk Snare	Hard Snare
39 D#2	Hand Clap	✓	✓	✓	✓	✓
40 E2	Classic Rim Shot	Standard Rim Shot	Room Snare 2	Rock Rim Shot	Funk Rim Shot	Electronic Snare
41 F2	Classic Tom 6	Standard Tom 6	Room Tom 6	Rock Tom 6	✓	Electr. Tom 6
42 F#2	Classic Close Hi-Hat	Standard Close Hi-Hat	Rock Close Hi-Hat	Rock Close Hi-Hat	✓	Electr. Close Hi-Hat
43 G2	Classic Tom 5	Standard Tom 5	Room Tom 5	Rock Tom 5	✓	Electr. Tom 5
44 G#2	Classic Hi-Hat Foot	Standard Hi-Hat Foot	Rock Hi-Hat Foot	Rock Hi-Hat Foot	✓	Electr. Hi-Hat Foot
45 A2	Classic Tom 4	Standard Tom 4	Room Tom 4	Rock Tom 4	✓	Electr. Tom 4
46 A#2	Classic Open Hi-Hat	Standard Hi-Hat Open	Rock Hi-Hat Open	Rock Hi-Hat Open	✓	Electr. Hi-Hat Open
47 B2	Classic Tom 3	Standard Tom 3	Room Tom 3	Rock Tom 3	✓	Electr. Tom 3
48 C3	Classic Tom 2	Standard Tom 2	Room Tom 2	Rock Tom 2	✓	Electr. Tom 2
49 C#3	Classic Crash 1	Standard Crash 1	Crash 1	✓	✓	Crash 1
50 D3	Classic Tom 1	Standard Tom 1	Room Tom 1	Rock Tom 1	✓	Electr. Tom 1
51 D#3	Classic Ride1	Standard Ride 1	Rock Ride	✓	✓	Standard Ride 2
52 E3	Classic China	✓	Rock China	Rock China	✓	✓
53 F3	Classic Ride Bell	✓	Rock Ride Bell	Rock Ride Bell	✓	✓
54 F#3	Tambourine	✓	✓	✓	✓	✓
55 G3	Classic Splash	✓	Rock Splash	Rock Splash	✓	✓
56 G#3	Cowbell	Cowbell 2	Rock CowBell	Rock CowBell	✓	✓
57 A3	Classic Crash 2	Standard Crash 2	Rock Crash	Standard Crash 2	Standard Crash 2	Rock Crash
58 A#3	Vibra Slap	✓	✓	✓	✓	✓
59 B3	Classic Ride 2	✓	✓	✓	✓	✓
60 C4	Hi Bongo	✓	✓	✓	✓	✓
61 C#4	Low Bongo	✓	✓	✓	✓	✓
62 D4	Mute Conga	✓	✓	✓	✓	✓
63 D#4	Hi Conga	✓	✓	✓	✓	✓
64 E4	Low Conga	✓	✓	✓	✓	✓
65 F4	High Timbale	✓	✓	✓	✓	✓
66 F#4	Low Timbale	✓	✓	✓	✓	✓
67 G4	High Agogo	✓	✓	✓	✓	✓
68 G#4	Low Agogo	✓	✓	✓	✓	✓
69 A4	Cabasa	✓	✓	✓	✓	✓
70 A#4	Maracas	✓	✓	✓	✓	✓
71 B4	Short Whistle	✓	✓	✓	✓	✓
72 C5	Long Whistle	✓	✓	✓	✓	✓
73 C#5	Short Guiro	✓	✓	✓	✓	✓
74 D5	Long Guiro	✓	✓	✓	✓	✓
75 D#5	Claves	✓	✓	✓	✓	✓
76 E5	Hi Wood Block	✓	✓	✓	✓	✓
77 F5	Low Wood Block	✓	✓	✓	✓	✓
78 F#5	Mute Cuica	✓	✓	✓	✓	✓
79 G5	Open Cuica	✓	✓	✓	✓	✓
80 G#5	Mute Triangle	✓	✓	✓	✓	✓
81 A5	Open Triangle	✓	✓	✓	✓	✓
82 A#5	Shaker	✓	✓	✓	✓	✓
83 B5	SleighBell	✓	✓	✓	✓	✓
84 C6	Belltree	✓	✓	✓	✓	✓
85 C#6	Castanets	✓	✓	✓	✓	✓
86 D6	Mute Surdo	✓	✓	✓	✓	✓
87 D#6	Open Surdo	✓	✓	✓	✓	✓
88 E6	Taiko	✓	✓	✓	✓	✓
89 F6	LotusDrum	✓	✓	✓	✓	✓
90 F#6	Rain Stick	✓	✓	✓	✓	✓
91 G6	Finger Snaps	✓	✓	✓	✓	✓
92 G#6	Finger Cymbals	✓	✓	✓	✓	✓
93 A6	Finger Cymbals Muted	✓	✓	✓	✓	✓
94 A#6	Bell Tree	✓	✓	✓	✓	✓
95 B6	Gong	✓	✓	✓	✓	✓
96 - C7	Spring	✓	✓	✓	✓	✓

✓ Same Voice as Standard Kit

SIMMONS

Percus Kit GM PC	07: 808 25	08: Jazz 32	09: Brush 40	10: Orchesrta 48	11: Percussion 52	12: Effects 56
27 D#1	✓	✓	✓	Brush Close Hi-Hat	Sticks	Buzz
28 E1	✓	✓	✓	Brush Hi-Hat Foot	Key Click	Gong
29 F1	✓	✓	✓	Brush Open Hi-Hat	Metronome Bell	Scratch FX1
30 F#1	✓	✓	✓	✓	Metronome Click	Scratch FX2
31 G1	✓	✓	✓	✓	China 1	Scratch FX3
32 G#1	✓	✓	✓	✓	China 2	Scratch FX4
33 A1	✓	✓	✓	✓	Splash 1	Gtr.Cut Noise
34 A#1	✓	✓	✓	✓	Rock Splash	Gtr.Cut Noise 2 (up)
35 B1	909 Bass Drum	Jazz Bass Drum 2	Jazz Bass Drum 3	Orchestra BD & Piatti	Crash 1	Muted Dist.Gtr. 1
36 C2	808 Bass Drum	Jazz Bass Drum 1	Brush Bass Drum 1	Orchestra Bass Drum	China 3	Muted Dist.Gtr. 2
37 C#2	808 X-Stick	✓	✓	✓	Orchestra Crash	Dist.Gtr. Slide 1
38 D2	808 Snare	Jazz Snare	Brush Snare 1	Orchestra Snare 1	Orch. Hand Cymbal	Dist.Gtr. Slide 2
39 D#2	✓	✓	Brush Snare 2	Castanets	Solo Clap	High Q
40 E2	909 Snare	Jazz Rim Shot	Brush Roll Snare	Orchestra Snare 2	Hi Bongo 1	Slap
41 F2	808 Tom 6	Jazz Tom 6	Brush Tom 6	Timpani F	Low Bongo 1	Scratch Push
42 F#2	808 Close Hi-Hat	Jazz Close Hi-Hat	Brush Close Hi-Hat	Timpani F#	Conga Slap Low	Scratch Pull
43 G2	808 Tom 5	Jazz Tom 5	Brush Tom 5	Timpani G	Conga Slap High	Sticks
44 G#2	808 Hi-Hat Foot	Jazz Hi-Hat Foot	Brush Hi-Hat Foot	Timpani G#	Open Conga Hi	Square Click
45 A2	808 Tom 4	Jazz Tom 4	Brush Tom 4	Timpani A	Open Conga Low	Metronome Click
46 A#2	808 Hi-Hat Open	Jazz Hi-Hat Open	Brush Hi-Hat Open	Timpani A#	Conga Slap	Metronome Bell
47 B2	808 Tom 3	Jazz Tom 3	Brush Tom 3	Timpani B	Conga Bend	Guitar Slide
48 C3	808 Tom 2	Jazz Tom 2	Brush Tom 2	Timpani C	Gong	Gtr.CutNoise 1
49 C#3	808 Crash 1	✓	Brush Crash	Timpani C#	Bell Tree	Gtr.Cut Noise 2
50 D3	808 Tom 1	Jazz Tom 1	Brush Tom 1	Timpani D	Finger Cymbals	Gtr.Cut Noise 3
51 D#3	Electronic Ride	Jazz Ride	Brush Ride	Timpani D#	Finger Cymbals Muted	Key Click
52 E3	909 Crash 1	✓	✓	Timpani E	Rain Stick	Laugh
53 F3	707 Ride	✓	✓	Timpani F	Tambourine 1	Scream
54 F#3	78 Tambourine	✓	✓	✓	Tambourine Hit	Punch
55 G3	909 Crash 2	✓	✓	✓	Tambourine Roll	Heart Beat
56 G#3	808 Cowbell	✓	✓	✓	Cowbell 1	Footstep1
57 A3	808 Crash 2	China 2	Brush Crash	Orchestra Cymbals	Cowbell 2	Footstep2
58 A#3	✓	✓	✓	✓	Vibra Slap	Applause
59 B3	606 Crash	✓	✓	Orchest. Hand Cymbals	Spring	Door Creak
60 C4	✓	✓	✓	✓	Hi Bongo	Door Slam
61 C#4	✓	✓	✓	✓	Low Bongo	Scratch
62 D4	808 Hi Conga	✓	✓	✓	Mute Conga	Wind Chine
63 D#4	808 Mid Conga	✓	✓	✓	Hi Conga	Car Engine Start
64 E4	808 Low Conga	✓	✓	✓	Low Conga	Car Break
65 F4	✓	✓	✓	✓	High Timbale	Car Pass By
66 F#4	✓	✓	✓	✓	Low Timbale	Gun Shot
67 G4	✓	✓	✓	✓	High Agogo	Crickets
68 G#4	✓	✓	✓	✓	Low Agogo	Train
69 A4	✓	✓	✓	✓	Cabasa	Noise
70 A#4	808 Maracas	✓	✓	✓	Maracas	Helicopter
71 B4	✓	✓	✓	✓	Short Whistle	Industrial Noise
72 C5	✓	✓	✓	✓	Long Whistle	Gun Shot
73 C#5	78 Guiro	✓	✓	✓	Short Guiro	Machine Gun
74 D5	✓	✓	✓	✓	Long Guiro	Laser Gun
75 D#5	808 Clave	✓	✓	✓	Claves	Explosion
76 E5	✓	✓	✓	✓	Hi Wood Block	Dog Bark
77 F5	78 Woodblock	✓	✓	✓	Low Wood Block	Horse Gallop
78 F#5	✓	✓	✓	Finger Cymbals	Mute Cuica	Birds Chirping
79 G5	✓	✓	✓	Finger Cymbals Muted	Open Cuica	Rain
80 G#5	✓	✓	✓	✓	Mute Triangle	Thunder
81 A5	78 Triangle	✓	✓	✓	Open Triangle	Wind
82 A#5	✓	✓	✓	✓	Shaker	Sea Shore
83 B5	✓	✓	✓	✓	SleighBell	Stream
84 C6	✓	✓	✓	✓	Belltree	Bubbles
85 C#6	✓	✓	✓	✓	Castanets	Cat
86 D6	✓	✓	✓	✓	Mute Surdo	Bird
87 D#6	✓	✓	✓	✓	Open Surdo	Dog
88 E6	✓	✓	✓	Crowd Cheer 1	Taiko	Cheer 1
89 F6	✓	✓	✓	Old Phone	LotusDrum	Old Phone
90 F#6	✓	✓	✓	Church Bell	Open Tabla High	Church Bell
91 G6	✓	✓	✓	Applause 1	Tabla Mute 1	Applause 1
92 G#6	✓	✓	✓	Applause 2	Open Tabla Low	Applause 2
93 A6	✓	✓	✓	Crowd Cheer 2	Open Tabla Mid	Cheer 2
94 A#6	✓	✓	✓	Orchestra Hit	Slap Tabla	Cannon
95 B6	✓	✓	✓	✓	Tabla Mute 2	Noise
96 - C7	✓	✓	✓	✓	Tabla Bend	Train

✓ Same Voice as Standard Kit

GENERAL MIDI VOICE LIST

PIANO
001 Acoustic Grand Piano
002 Bright Acoustic Piano
003 Electric Grand Piano
004 Honky-Tonk Piano
005 Electric Piano 1
006 Electric Piano 2
007 Harpsichord
008 Clavichord

CHROMATIC PERCUSSION
009 Celesta
010 Glockenspiel
011 Music Box
012 Vibraphone
013 Marimba
014 Xylophone
015 Tubular Bells
016 Dulcimer

ORGAN
017 Drawbar Organ
018 Percussive Organ
019 Rock Organ
020 Church Organ
021 Reed Organ
022 Accordion
023 Harmonica
024 Tango Accordion

GUITAR
025 Acoustic Nylon Guitar
026 Acoustic Steel Guitar
027 Electric Jazz Guitar
028 Electric Clean Guitar
029 Electic Muted Guitar
030 Overdriven Guitar
031 Distortion Guitar
032 Guitar Harmonics

BASS
033 Acoustic Bass
034 Electric Bass (finger)
035 Electric Bass (pick)
036 Fretless Bass
037 Slap Bass 1
038 Slap Bass 2
039 Synth Bass 1
040 Synth Bass 2

STRINGS
041 Violin
042 Viola
043 Cello
044 Contrabass
045 Tremolo Strings
046 Pizzicato Strings
047 Orchestral Harp
048 Timpani

ENSEMBLE
049 String Ensemble 1
050 String Ensemble 2
051 Synth Strings 1
052 Synth Strings 2
053 Choir "Aahs"
054 Voice "Oohs"
055 Synth Voice
056 Orchestra Hit

BRASS
057 Trumpet
058 Trombone
059 Tuba
060 Muted Trumpet
061 French Horn
062 Brass Section
063 Synth Brass 1
064 Synth Brass 2

REED
065 Soprano Sax
066 Alto Sax
067 Tenor Sax
068 Baritone Sax
069 Oboe
070 English Horn
071 Bassoon
072 Clarinet

PIPE
073 Piccolo
074 Flute
075 Recorder
076 Pan Flute
077 Bottle Blow
078 Shakuhachi
079 Whistle
080 Ocarina

SYNTH LEAD
081 Lead 1 (square)
082 Lead 2 (sawtooth)
083 Lead 3 (caliope lead)
084 Lead 4 (chiff lead)
085 Lead 5 (charang)
086 Lead 6 (voice)
087 Lead 7 (fifths)
088 Lead 8 (bass + lead)

SYNTH PAD
089 Pad 1 (new age)
090 Pad 2 (warm)
091 Pad 3 (polysynth)
092 Pad 4 (choir)
093 Pad 5 (bowed)
094 Pad 6 (metallic)
095 Pad 7 (halo)
096 Pad 8 (sweep)

SYNTH EFFECT
097 FX 1 (rain)
098 FX 2 (soundtrack)
099 FX 3 (crystal)
100 FX 4 (atmosphere)
101 FX 5 (brightness)
102 FX 6 (goblins)
103 FX 7 (echoes)
104 FX 8 (sci-fi)

ETHNIC
105 Sitar
106 Banjo
107 Shamisen
108 Koto
109 Kalimba
110 Bagpipe
111 Fiddle
112 Shanai

PERCUSSIVE
113 Tinkle Bell
114 Agogo
115 Steel Drums
116 Woodblock
117 Taiko Drum
118 Melodic Tom
119 Synth Drum
120 Reverse Cymbal

SOUND EFFECT
121 Guitar Fret Noise
122 Breath Noise
123 Seashore
124 Bird Tweet
125 Telephone Ring
126 Helicopter
127 Applause
128 Gunshot

For more details on your Simmons® SD9K Digital Drum Kit, you can visit www.simmonsdrums.net and download a PDF version of the manual.

Disposal

Do not dispose of the device at the end of his operating life in your normal domestic waste. This device is subject to the European Guidelines 2002/96/EC.

- Have the product disposed of by a professional disposal company of by your communal disposal facility.
- Observe the currently applicable regulations. In case of doubt contact your disposal facility.
- Dispose of packaging materials in an environmentally responsible manner.

One (1) Year Limited Warranty
Subject to the limitations set forth below, Simmons™ or hereby represents and warrants that the components of this product shall be free from defects in workmanship and materials, including implied warranties of merchantability or fitness for a particular purpose, subject to normal use and service, for One (1) years to the original owner from the date of purchase.

Retailer and manufacturer shall not be liable for damages based upon inconvenience, loss of use of product, loss of time, interrupted operation or commercial loss or any other incidental or consequential damages including but not limited to lost profits, downtime, goodwill, damage to or replacement of equipment and property, and any costs of recovering, reprogramming, or reproducing any program or data stored in equipment that is used with Simmons™ products. This guarantee gives you specific legal rights: you may have other legal rights which vary from state to state. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

Manufacturer:
Simmons
P.O. Box 5111
Thousand Oaks, CA 91359-5111

Importer:
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Treppendorf 30
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